

**ONO VALLEY - all players**

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| DEFENSIVE AND COMPETITIVE BIDDING  |  |
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| <b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>                    |  |
| General Style: Sound   |  |
| <b>Responses:</b> cue-bid = Forcing raise; Jump Raises = PRE;                  |  |
| Jump Shift = Pre-emptive; simple raises = constructive                         |  |
| New suit = Forcing   |  |
| Reopening: same  |  |
| <b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses: Reopening)</b> |  |
| 2 <sup>nd</sup> pos = 16-18 HCP; Responses: as over 1NT opening                |  |
| 4 <sup>th</sup> pos = 10-14 HCP; Responses as over 1NT opening                 |  |
| 2NT reopen = 20-21 HCP, balanced   |  |
| <b>JUMP OVERCALLS (Style: Responses; Unusual NT)</b>                           |  |
| Weak one-suiter (6-card)   |  |
| 2NT = 2 lower suits (5+5)  |  |
| <b>Resp:</b> CUE = F, suit = NAT NF;   |  |
| <b>DIRECT &amp; JUMP CUE BIDS (Style: Response; Reopen)</b>                    |  |
| <b>DIRECT:</b> Michael's CUE: ♥ + ♠ over minor, OM+M over M                    |  |
| Responses: all jump in known suits are pre-emptive.                            |  |
| Reopen: any good two suits   |  |
| reopening same as direct.  |  |
| <b>VS. NT (vs. Strong/Weak; Reopening:PH)</b>                                  |  |
| Dbl-Penalty Oriented   |  |
| 2♣ = ♥ + ♠; then 2♦ = equal majors.  |  |
| Other: natural   |  |
| <b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>                         |  |
| DBL = T/O thru 4♥  |  |
| <b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>                           |  |
| DBL = ♥ + ♠, NT = ♣ + ♦  |  |
| <b>OVER OPPONENTS' TAKEOUT DOUBLE</b>  |  |
| 2NT=FIT, limit+; RDBL = 9+ HCP, without good fit                               |  |
| 1-level = F; 2-level = NF; jump raises = PRE;                                  |  |
| Jump Shift = NF  |  |

| LEADS AND SIGNALS   |                                  |                         |            |
|---|----------------------------------|-------------------------|------------|
| OPENING LEADS STYLE   |                                  |                         |            |
|   | Lead                             | In Partner's Suit       |            |
| Suit  | 2 <sup>nd</sup> /4 <sup>th</sup> | xxx if not supported    |            |
| NT  | 2 <sup>nd</sup> /4 <sup>th</sup> | same                    |            |
| Subseq  | M.U.D.                           | same                    |            |
| Others:   |                                  |                         |            |
|   |                                  |                         |            |
| LEADS   |                                  |                         |            |
| Lead  | Vs. Suit                         | Vs. NT                  |            |
| Ace   | AKx (+), Ax(+)                   | AK; AKx(+)              |            |
| King  | Kx, AK, KQ(+)                    | KQ(+); AKJT(x); KQT9(+) |            |
| Queen   | Qx, QJ(+)                        | QJT(+), QJ9(+)          |            |
| Jack  | Jx, JT(+); KJT(+)                | same, AJ10(+)           |            |
| 10  | Tx, T9x; HT9(+); T9;             | Same                    |            |
| 9   | 9x, 98(+)                        | same                    |            |
| Hi-X  | Sx; xSx;                         | Sx; xSxx;               |            |
| Lo-X  | HxS, HxxS (+), xSxx              |                         |            |
| SIGNALS IN ORDER OF PRIORITY                                |                                  |                         |            |
|   | Partner's Lead                   | Declarer's Lead         | Discarding |
|   | 1 High = Encourage               | same                    | same       |
| Suit  | 2 High = Even                    |                         |            |
|   | 3 S/P                            |                         |            |
|   | 1 High = Encourage               | Same                    | Same       |
| NT  | 2 High = Even                    |                         |            |
|   | 3 S/P                            |                         |            |
| Signals (including Trumps):                                 |                                  |                         |            |
| Echo in trump suit shows ability to ruff                    |                                  |                         |            |
|   |                                  |                         |            |
| DOUBLES   |                                  |                         |            |
|   |                                  |                         |            |
| TAKEOUT DOUBLES (Style; Responses; Reopening)               |                                  |                         |            |
| May be light 10+ with classic shape, otherwise strong hand. |                                  |                         |            |
| Responses: NAT. CUE-BID= F until a suit is bid twice;       |                                  |                         |            |
| new suit after CUE=F1                                       |                                  |                         |            |
|   |                                  |                         |            |
| SPECIAL, ARTIFICIAL & COMPETITIVE DBL/SRDLs                 |                                  |                         |            |
| Responsive Dbl: After T/O Dbl thru 4♥; after o/call thru 4♠ |                                  |                         |            |
| Negative Double suggest 4OM. 1♣-(1♦)-DBL = 4-4 Maj's.       |                                  |                         |            |
|   |                                  |                         |            |
|   |                                  |                         |            |
|   |                                  |                         |            |

| W B F SYSTEM CARD   |  |
|---|--|
| <b>CATEGORY:</b> Green<br><b>NCBO:</b> ISRAEL<br><b>PLAYERS:</b> ALL PLAYERS<br><b>EVENT:</b> |  |
| <b>Israel Standard System Card</b>  |  |
| <b>SYSTEM SUMMARY</b>   |  |
| <b>GENERAL APPROACH AND STYLE</b>   |  |
| <b>Natural, 5 card Majors</b>   |  |
| Longer Minor - 1♣ if 3-3  |  |
| Limit jump raise over majors  |  |
| 1NT responses = non forcing   |  |
| 1NT opening: 15-17  |  |
| 2 over 1 response: promises rebid   |  |
| <b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>  |  |
| 2♣ Opening = strong, near FG - any suit(s) any shape  |  |
| 2♦ Opening = Weak ♦ 6+ (6-10 HCP)   |  |
| 2♥/2♠ Opening = Weak Major 6+ (6-10 HCP)  |  |
| 3NT opening = Gambling  |  |
| 2NT overall = two lower unbid suits   |  |
| Michaels Cue-bids   |  |
| Lebensohl after 2-level overcall of 1NT (direct denies stop)                                  |  |
| Negative Doubles to 3♠  |  |
| <b>SPECIAL FORCING PASS SEQUENCES</b>   |  |
| <b>IMPORTANT NOTES</b>  |  |
| Double Jump in new suit = splinter if minor over major  |  |
| Jump Cue bid by opener = splinter raise   |  |
| <b>PSYCHICS: Rare</b>   |  |



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